

Bally[®] PROFESSIONAL VIDEOCADE[™] 2001



280 ZZZAP



DODGEM

VIDEOCADE 2001 280 Zzzap/DODGEM OPERATING INSTRUCTIONS

280 Zzzap (one player)

Do you have a steady hand behind the wheel? Well, you'll get your chance to find out when you play 280 Zzzap.

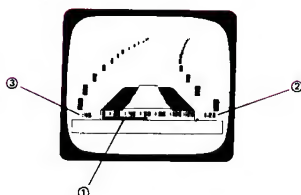
Insert your 280 Zzzap/DODGEM cassette into your Bally Arcade. Press the Reset button, and the menu will appear. Press [1] on your keypad to get 280 Zzzap on your television screen.

This is only a one-player game, so you will be using hand control number one.

The Bally Arcade will ask you to "ENTER RACE TIME".

| Keypad Entry | Race Time |
|--------------------|---------------------|
| Enter: [9] [9] [=] | 99 seconds |
| Enter: [1] [9] [9] | 1 minute 99 seconds |

The following picture should appear on your television screen:



1. Speedometer
2. Mileage
3. Race time

The object of this game is to accumulate as much mileage as possible by traveling as fast as you can without crashing into the white road pegs. Every time you crash, you lose valuable time.

HANDLE FUNCTIONS

Joy stick no function
Knob steers your car
Trigger controls speed

DODGEM (one player)

Do you think your driving ability is Grand Prix caliber? Play DODGEM and you will get your answer.

With the 280 Zzzap/DODGEM cassette in position, press [2] on your keypad to get DODGEM on your television screen.

The Bally Arcade will ask you to "ENTER RACE TIME".

(see 280 Zzzap)

The following picture should appear on your television screen:



1. Race time
2. Speedometer
3. Mileage
4. Your car

The object of DODGEM (like 280 Zzzap) is to obtain as much mileage as you can, but you have an additional hazard of crashing into the other cars in the race.

HANDLE FUNCTIONS

Joy Stick . . . no function
Knob steers your car
Trigger controls speed